

the player occurs with high probability in comparison with the case that the specific symbol variable display is not done. Thereby, it can be included the effect that the player's expectation increases, in excess of the previous case. Thus, such effect can contribute to increase of interest.

[0129] As for the means adopted as the third display means, it may be adopted display devices which is applicable as the first display means and the second display means, as mentioned above. It may be a case that one or plural effect display reels is/are utilized as the third display means, and both the first display means and the third means are arranged at the rear surface or side of the second display means. In this case, the symbol display area through which the player sees the display area of the third display means may be provided in the second display means. Thereby, the player can easily recognize the display contents on the display area of the third display means, thus this construction is very preferable.

[0130] Further, it may be controlled so that the images formed by superimposing the images of the second display means and the images of the third display means are seen by the player, and when such control occurs, the beneficial state occurs with higher probability than the case that such control does not occur. Thereby, it can be included the effect that the player's expectation increases, in excess of the previous case. Thus, such effect can contribute to increase of interest.

[0131] Further, any one of the first display means, the second display means and the third display means may be constructed from a movable structure with shapes such as figures, dolls, animals, insects, famous structures, fishes, vehicles. For example, the above structures may be moved with rotation, swing, reciprocal movement or vibration in cases that: the special combination is internally won, the special combination is materialized, the number of the combination which is as same as the special combination internally won but not materialized exceeds a predetermined number, the special images are displayed on the display means different from the above structures. And there may be a case that the above structure is constructed from plural members and a part of the members is/are moved. In this case, there may be a case that it can be further expected more various effects by displaying on other than the image display device.

[0132] According to the above embodiment or modifications, following effect can be further obtained.

[0133] If it is constructed so that notification of backup restoration can be done by the backup restoration notifying means operating based on operation of the backup restoration means, it is notified that the gaming machine lies in the state that the player can immediately conduct games after the backup restoration means is operated. Thereby, the player can comparatively fast restart games when waiting due to the power failure.

[0134] And since the backup restoration notifying means operates based on the information concerning with the internal winning combination, the player can expect that predetermined or specific internal winning combination may be won according to the restoration mode during games substantially at the same time of power cut off. Thus, interest for games can be improved.

[0135] During games substantially at the same time of power cut off, when the specific winning combination is the

internal winning combination, the backup restoration notifying means is not controlled. In this case, though the player gets a lot of curious feelings, on the other hand, the player can expect that the specific winning combination might be internally won during games substantially at the same time of power cut off. Thus, interest for games can be improved.

[0136] Further, during games substantially at the same time of power cut off, when the specific winning combination is the internal winning combination, it is formed by the specific backup restoration notifying mode. Therefore, the player can expect that the specific winning combination might be internally won during games substantially at the same time of power cut off. Thus, interest for games can be improved.

[0137] Since the information concerning with games is notified in the area corresponding to the symbols display part to which the player's eyes mostly or naturally concentrate, the player scarcely misses such information and such information is understandably notified with more certainty.

[0138] During games substantially at the same time of power cut off, if the specific winning combination, for example, is not the internal winning combination, it is notified by the specific backup restoration notifying mode. Thereby, the player can expect that the specific winning combination might be internally won during games substantially at the same time of power cut off. Thus, interest for games can be improved.

[0139] Further, the front illumination means may be arranged at the front side of the first display means and the second display means. In this case, if the inside of the game arcade is dark, the front illumination means can illuminate both the first display means and the second display means with enough light. Therefore, there may be a case that the player can clearly recognize the images displayed on the display means, thus it can expect that the player can enjoy more various effects in the gaming machine.

[0140] Although only some exemplary embodiments of this invention have been described in detail above, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of this invention. Accordingly, all such modifications are intended to be included within the scope of this invention.

[0141] This application is related to co-pending U.S. patent applications entitled "GAMING MACHINE" referred to as Attorney Cocket No. SHO-0019, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0020, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0021, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0022, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0023, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0024, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0025, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0026, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0027, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0028, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0029, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0030, "GAMING MACHINE" referred to